INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

MARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.



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GETTING STARTED

- 1. Turn OFF the POWER switch on your Nintendo® Game Boy® Advance system. Never insert or remove a Game Pak when the power is ON.
- Insert the DUEL MASTERS™: Shadow of the Code™ Game Pak into the slot on the Game Boy Advance. Press firmly to lock the Game Pak in place.
- 3. Turn ON the power switch. The main Start-up Screen will appear (if not, begin again at step 1).
- 4. Press START to proceed to the Main Menu.
- 5. Use the **+Control Pad** to highlight Play, Tutorial, Two Players or Credits and press the **A Button** to confirm. Select Play to begin a new game or continue a saved game. Select Tutorial to learn or brush up on basic or advanced rules. Select Two Player to duel or trade with a friend. Select Credits to view the game credits.

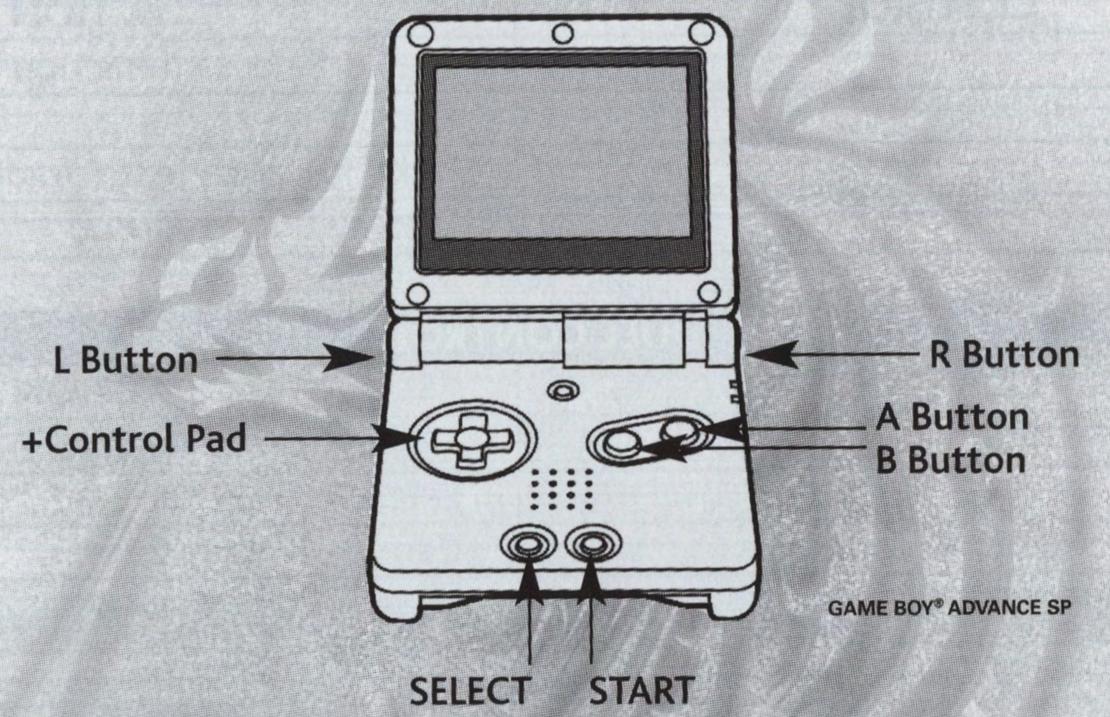
SAVING AND LOADING

You can save one game on your *DUEL MASTERS*™: *Shadow of the Code*™ Game Pak. Start a new game by selecting New Game from the Play Menu.

To save your progress, press **START** to open your Pocket Gizmo, press the **+Control Pad** ▲ ▼ to select Save/Quit and press the **A Button**. Choose Save and Continue to save your game and keep playing or choose Save and Quit to save and return to the Main Menu.

To load your current game, select Continue from the Main Menu.

GAME CONTROLS



MENU NAVIGATION		
CONTROL	ACTION	
+Control Pad	Highlight menu selection	
A Button	Confirm selection	
B Button	Return to previous menu	

CHARACTER CONTROLS		
CONTROL	ACTION	
+Control Pad	Walk / Select interaction mode	
B Button	Run	
A Button	Talk / Advance text / Trade / Duel	
START	Display Pocket Gizmo	

CONTROL	ACTION
+Control Pad	Highlight card / creature
A Button	Select highlighted card / creature
B Button	Cancel
L Button	View battle zone, hands, mana and graveyard
R Button	Cast spell / Summon creature / Skip or end phase
SELECT	View card or creature details
START	Options Menu / Surrender

DECK MANAGEMENT CONTROLS		
CONTROL	ACTION	
+Control Pad ▲ ▼	Highlight card	
+Control Pad ►	Add card to deck	
+Control Pad ◀	Remove card from deck	
A Button	Not Used	
B Button	Return to previous screen	
L Button	Press and hold for fast scroll	
R Button	i Info	
SELECT	View card detail	
START	Sort and filter options	

SELLING CONTROLS		
CONTROL	ACTION : ACTION	
+Control Pad ▲ ▼	Highlight card Highlight card	
+Control Pad ►	Add card to cart	
+Control Pad ◀	Remove card from cart	
A Button	Check out	
B Button	Cancel	
L Button	Press and hold for fast scroll	
R Button	Info	
SELECT	View card detail	
START	Sort and filter options	

WELCOME TO DUEL MASTERS": SHADOW OF THE CODE"

Your DUEL MASTERS™ skills have broken more than a few shields (and raised a few eyebrows). Recent tournament titles have put you at the top of the competitive circuit. Fans want your autograph, your smiling face adorns many a zine cover, and shop owners argue over who gets to be your sponsor. But all is not well when your pal Shobu goes missing and kids start reporting real-life sightings of famous DUEL MASTERS creatures in town. Winning tournaments isn't enough if you want to solve the mystery of missing Shobu. You can only do that if you accept the quest and become a Kaijudo Master! Only then will you have what it will take to survive what lurks in the shadowy corners of the creature world.

MAIN MENU



Press START at the Start-up Screen to display the Main Menu. Use the +Control Pad to highlight an option and press the A Button to confirm.

Play

Start a new Story Mode game (see "New Game" on page 9), continue a previously saved game or battle it out in the Duel Room. **Note:** You must unlock the Duel Room by playing through the game in

story mode (see "Duel Room" on page 31).

Tutorial

Select one of three tutorials to learn about the basic rules, evolution creatures and survivors.

Two Player

Trade with and battle against a friend. Two Player trading and games require two Game Boy® Advance systems, one DUEL MASTERS™: Shadow of the Code™ Game Pak per player and a Game Boy® Advance Game Link® Cable (sold separately). You can also view your Two Player stats and manage your Two Player decks here. See "Two Player" on page 30 for more information.

Credits

View the game credits.

NEW GAME

To begin a new game, select Play from the Main Menu and then select New Game. Warning! Starting a new game will overwrite your previously saved game.



Player Name

Enter your name by using the +Control Pad to highlight a letter and pressing the A Button to add it to your name. Press the B Button to erase a letter. Select OK and press the A Button to continue.

Select Difficulty

Select Easy or Normal difficulty. In Easy mode, your opponents are

more likely to make a few mistakes and let you get away with things. In Normal mode, your opponents will show no mercy. Highlight a choice and press the **A Button** to continue. Press the **B Button** to return to the previous screen.

Select Deck Mode

Select Kohai or Sempai deck mode. In Kohai mode, you will receive a pre-built deck based on the civilization of your choice. In Sempai mode, you will receive 100 credits to buy the 40 cards that will make up your first deck. Highlight a choice and press the **A Button** to continue. Press the **B Button** to return to the previous screen.



Create Your Deck

If you choose Sempai mode, you will advance to the Create Your Deck screen. Here you will see a list of all available cards you can buy for your starter deck. Press the +Control Pad ▲ ▼ to highlight a card name. Its race, image, casting cost, power and a summary of its abilities are shown on the left. Press SELECT to view more detailed information about the highlighted card. The cost in credits of the highlighted card is shown in the right column.

Press the +Control Pad ► to add the highlighted card to your deck. Its cost will be subtracted from your credits total (shown at the top of the screen). The middle column shows how many of the selected card you have in your deck. The total number of cards in your deck is shown below your total credits.

Press the +Control Pad ◀ to remove the highlighted card from your deck. Its cost will be added back to your credits total.

Sort / Filter

Press **START** to sort/filter the cards and make it easier to find the ones you want to add to your deck. You can filter the cards by civilization, for example, to display only cards from the Fire civilization.

Press the **+Control Pad** ▲ ▼ to select a filter criteria and press the **+Control Pad** ◆▶ to change.

Sort / Filter Criteria:

Civilization: Choose one of the five civilizations or select "All" to show all civilizations

Booster: Choose one of eight DUEL MASTERS™ card expansions or select All to show all available cards.

Filter: Filter lets you limit the number of cards displayed by the following criteria: None, Spells, Creatures, Shield Trigger, Evolution Creature, Blocker, Power Attacker, Slayer, Double Breaker, Triple Breaker, Tap Ability; Speed Attacker; Survivor; Turbo Rush.

Sort by: Name sorts your cards by card name, number sorts by the set and card number; Power sorts by creature power; Rarity sorts by card rarity; Race sorts by creature race; and Cost sorts by casting cost.

Sorting and filtering can really help you make a good deck. For example, to make a Survivor deck, press **START**, then choose All civilizations, filter by Survivor and sort by Cost. Scroll through the list and add a mix of creatures various casting costs. To make a Fire deck using only common cards, select Fire civilization and sort by Rarity.

Card Values

The cards that you buy to make your initial Expert Mode deck have a preset value based on rarity:

- Common = 1 credit
- Uncommon = 2 credits
- Rare = 4 credits
- Very Rare = 8 credits
- Super Rare = Not available

Note: Your deck must contain exactly 40 cards before you can begin. Once you have created a 40-card deck, press the **A Button** to start the game. Press the **B Button** to return to the previous screen.

PERSONAL POCKET GIZMO 2005



At the beginning of your adventure, you will receive your very own Personal Pocket Gizmo 2005. This device is the latest, most ultrahigh-tech version of the small personal computer you use to communicate with characters in the game and prepare for the many DUEL MASTERS™ challenges that lie before you. You can display your Pocket Gizmo at any time while playing by pressing START.

Then, press the +Control Pad ▲ ▼ to highlight an option and press the A Button to select that option. Press the B Button to return to

the previous screen. The Pocket Gizmo Menu contains the following options:

Stats & Quest

View your current card count, number of credits, win/loss record, time played, and any special items that you have collected. Press the **L Button** and the **R Button** to scroll and see House Rules for shop tournaments you have entered, as well as any lines of the Kaijudo Code that you have uncovered.

Deck Management

View your card collection and customize your decks (see "Deck Management" on page 20).

Cool Stuff

Access your Gizmo mail, read G-books, view articles on the Duelist Weekly Giz-site, play special DUEL MASTERS™ mini-games and look at the pictures you've collected (see next page).

Options

Change game options (see "Options" on page 14).

Save / Quit

Save your current progress and / or quit to the Main Menu (see "Saving and Loading" on page 4).

COOL STUFF



The Cool Stuff section of your Pocket Gizmo contains strategy articles, Gizmo mail, mini-games, and more. Press **START** to access to your Pocket Gizmo. Press the **+Control Pad** to highlight Cool Stuff and then press the **A Button**. Press the **B Button** to exit Cool Stuff.

Gizmo Mail

Certain characters in the game will send you messages to keep informed about what's happening. To read a Gizmo mail message, select it using the **+Control Pad** and then press the **A Button**. Press

the A Button to advance through the message. Press the B Button to stop reading.

G-books

Here you'll find advanced rules, civilization information and strategy articles. Use the **+Control Pad** to select a category and press the **A Button** to display the articles in that category. Select an article and press the **A Button** to read it. Press the **B Button** to return to the previous menu.

Giz-site

Select Giz-site to visit the Duelist Weekly Giz-site and read strategy articles. You will unlock more strategy articles as you advance through the game. Press the **A Button** to read an article. Press the **B Button** to return to the previous menu.

Games

As you progress through your adventure, you will unlock a total of five DUEL MASTERS™ mini-games. To play a game on your Gizmo, select it using the **+Control Pad** and then press the **A Button**. Rules for the game will appear onscreen.

OPTIONS

Press **START** while dueling or select Options from the Pocket Gizmo to change your game options. Press the **+Control Pad** to highlight and change options. Press the **A Button** to Save or the **B Button** to Cancel.

Al Speed

Sets the speed at which computer opponents play. You can use this feature to slow AI speed down before you watch two computer players duel. (This has no effect on how well AI opponents play.)

Text Speed

Sets the speed at which text scrolls.

Sound FX

Adjust the volume of in-game sound effects.

Music

Adjust the volume of in-game music.

Wallpaper

Choose a wallpaper design to decorate your Pocket Gizmo.

MAP



When you leave one location, you use the map to travel another location. Use the +Control Pad to highlight a spot on the map and press the A Button to go there Press the B Button to return to the previous screen.

Note: Some locations are not available until you have completed certain tasks in the game.

INTERACTING WITH OTHER CHARACTERS



Talk: Speak with the character.



Trade: Trade with the character (see "Trading" on next page).



Duel: Dueling with wandering kids is a good way to test out new deck ideas against a variety of opponents. If you win, you'll be awarded with a random booster pack!

TRADING



In the first card shop you enter in the game — Mr. Dabba's Shop — you will find your old friend Rekuta, master card trader and true DUEL MASTERS™ scholar. Rekuta will show you his binder, which contains detailed information about all of the good cards, including where you can find them.

Press the +Control Pad To highlight a card and Rekuta will tell you what he knows about it. Follow his directions to find the character who has the card for trade.

When you interact with a character and select Trade, the character will show you three cards. Highlight a card and to display the challenge you must complete to obtain the card. Challenges range from beating the trader with a certain type of deck to getting a certain score in a mini-game. **Note:** You might not be able to complete some challenges, for example, if you haven't unlocked the required minigame. Press the **A Button** to accept the challenge. Press the **B Button** to cancel the trade.

CARD SHOPS

There are a number of card shops on the map where you can buy and sell cards, enter tournaments and interact with the locals.

Buy Cards

You start the game with a deck of cards and a few booster packs, but you'll need to buy more cards and build better decks if you hope to compete against the strongest duelists in the game.

Approach the shop owner behind the counter and press the **A Button** to talk. Select Buy from the dialog choices to buy DUEL MASTERS™ cards.

You can buy Booster Packs, which contain 10 random cards each. Press the **+Control Pad** to select the type of Booster Pack and press the **A Button** to purchase it. Press the **B Button** to return to the previous screen.

Booster Packs are available for the DUEL MASTERS Base Set and seven expansions:

- Evo-Crushinators of Doom
- Rampage of the Super Warriors
- Shadowclash of Blinding Night
- Survivors of the Megapocalypse
- Stomp-a-trons of Invincible Wrath
- Thundercharge of Ultra Destruction
- Epic Dragons of Hyperchaos (not available at start of game)

Sell Cards

If you do not have enough store credits to purchase cards, you can always sell some of your extra cards at any shop. Talk to the shop owner and select Sell from the dialog choices.

To sell a card, you need to move it to your Cart. Press the +Control Pad ▲ ▼ to highlight a card, then press the +Control Pad ► to add it to your Cart. The amount of Store Credits that the shop owner will pay is displayed at the top of the screen. Press the +Control Pad ◄ to remove a card from your Cart. Press the A Button to confirm the sale and receive store credits for your cards. Press the B Button to cancel the sale.

Note: You can press **START** to sort/filter the available cards to make it easier to find exactly which ones you want to sell. This works just like in the Create a Deck section. See "Sort/Filter" on page 10 for more details.

Card Values

Cards have a preset value based on rarity. All card shops pay the same prices for cards.

- Common = 1 credit
- Uncommon = 2 credits
- Rare = 10 credits
- Very Rare = 25 credits
- Super Rare = 50 credits

Note: You can determine a card's rarity by its rarity symbol. Check the "Rarity Symbol" G-book in your Pocket Gizmo for a picture of all of the card rarity symbols.

Tutorial

Mr. Dabba's world-famous card shop is often host to DUEL MASTERS™ dignitaries, including Knight, a DUEL MASTERS™ expert who is always willing to help others get into the game. Talk to Knight and ask him to explain the rules. He will let you view the same tutorials that are available from the Main Menu.

TOURNAMENTS

During your adventure, you will have the opportunity to enter all kinds of tournaments. The most common are shop tournaments, which are available at all shops and are a great way to earn store credits and booster packs. To enter a shop tournament, walk up to the tournament director at the back of the shop and press the **A Button**.

Shop Tournament House Rules

Each shop has its own set of tournament House Rules. If you can create a deck that meets a shop's House Rules guidelines, you will earn a much better prize if you win. When you talk to the tournament director, he will upload the House Rules to your Gizmo and when you're ready he will check your deck to see if it complies with any of the House Rules guidelines. You can always enter a shop tournament, no matter what type of deck you are using.

Huge Tournament

Once you enter a few shop tournaments, the shop owners might notice your dueling skills and want to sponsor you. Sponsorship is the only way that you can gain entry to bigger tournaments, including the prestigious Huge Tournament!

KAIJUDO CODE

As the story develops, you will find yourself in the position of having to step beyond tournaments into the more mystical world of DUEL MASTERS™ mythology in order to right things that have gone wrong and, well, save the world! Without giving too much of the story away, we can tell you that as you perform quests and learning the teachings of the Kaijudo Code, the pieces of the Code that you learn will be available in your Pocket Gizmo. Go to the Status menu and use the **R Button** to page forward to the Kaijudo Code window.

DECK MANAGEMENT



To customize your deck and view your card collection, select Deck Management on your Pocket Gizmo and press the A Button. First, choose one of two decks to manage using the +Control Pad and press the A Button. You can also select Collection to view details about all of your cards you own.

Highlight Deck 1 or Deck 2 and press the **A Button**. Press the **+Control**Pad ▲ ▼ to select Set as Main Deck, Manage Deck or Delete Deck and

then press the **A Button**. Set as Main Deck will set the deck as the one you will use in duels. Delete Deck will remove the cards from the highlighted deck (but not from your collection). Manage Deck will take you to the Deck Management screen.

In the Deck Management screen, there are two columns of numbers next to the card names shown. The column on the right shows the cards available to add to your deck and the column on the left shows cards in your deck. Press the +Control Pad ▲ ▼ to highlight a card. Press SELECT to view details about the selected card. Press the +Control Pad ◀ to remove the highlighted card from your deck. Press the +Control Pad ▶ to add the selected card to your deck.

Press START to sort/filter the cards shown. Sorting cards in Deck Management works the same as when you create your original deck in Sempai Mode (see "Sort / Filter" on page 10).

Press the **B Button** to return to the Choose Deck screen. **Note:** You must have exactly 40 cards in your deck in order for it to be a legal dueling deck. If you do not have 40 cards in your deck, you will be unable to use it in a duel.

CARD DETAILS

While dueling, managing your deck, selling cards or looking at the cards you just pulled from a new booster pack, you can press **SELECT** to view details about the card you have highlighted. Below is an explanation of what you will find on the card details screen. Press the **L Button** or the **R Button** to view the previous or next card (if applicable). Press the **B Button** to return to the previous screen.



HOW TO DUEL

Object of the Game

Use mana to cast spells and summon creatures into the battle zone. Attack your opponent with your creatures — if a creature isn't blocked, it breaks a shield. Break all of your opponent's shields and then attack him one more time to win the duel!

Duel Screens

Drawing cards, putting cards into your mana zone and playing cards from your hand all take place at the Summoning screen. Creature battles take place in the battle zone.

Setup

There are a few things that happen before you start a DUEL MASTERS™ duel. In *DUEL MASTERS*™: Shadow of the Code™, most of the details are taken care of by the game.

- 1. Flip a coin. If it lands in your favor, you choose whether to play first.
- 2. Shuffle your deck.*
- 3. Place the top five cards from your deck face-down in front of you.* These cards are your shields.
- 4. Draw 5 cards from the top of your deck.* These cards are your hand.
- *The game automatically does this step for you.

Turn Order Summary

- 1. Start your turn.
- 2. Draw a card.

- 3. Put one card into your mana zone (optional).
- 4. Summon creatures and cast spells (optional).
- 5. Attack and use tap abilities (optional).
- 6. End your turn.

Start your turn

The first thing the game does is untap any tapped creatures and mana cards. This makes those cards available to use on the turn. (See "Glossary" on page 35 for more information about tapping and untapping.)

Draw a card

The game will automatically draw a card from the top of the deck and put it into your hand. If you run out of cards in your deck, you lose.

Important! The person who plays first skips drawing a card on his first turn.

Put one card into your mana zone



Cards in your mana zone generate mana for you when you tap them. Mana is like money that you use to pay for creatures and spells. Each mana card generates one mana per turn.

You can add only one card (of any type) into your mana zone from your hand on each turn, unless a spell or effect allows you to add more.

To put a card into your mana zone, select it using the **+Control Pad** and press the **A Button**. The game will automatically move to the next step.

You don't have to put a card into your mana zone if you don't want to (but it's a good idea for the first several turns). To skip this step, press the **R Button**.

Summon creatures and cast spells

You can summon any number of creatures and cast any number of spells during this step, as long as you have enough mana to pay for them. You can do these things in any order.



To cast a spell or summon a creature, select the card in your hand using the **+Control Pad** and press the **A Button**. The cost for a spell is displayed on top of the card in your hand, and in the lower-left corner of a detailed card view. To skip this step and go straight to battle, press the **R Button**.

Once you select a card, the game will switch to your mana zone. Use the +Control Pad to select the mana card you want to tap and press the A Button to tap it. Press the B Button to cancel casting or sum-

moning and return to your hand. At least one of the mana cards you tap must be the same civilization as the spell or creature. If you can't pay the cost, you can't play the card.

After you pay for a spell, do what it says. If you can't do everything it says, that's okay. Just do as much as you can. Then put the spell into your graveyard. After you pay for a creature, it is put into the battle zone.

Important! Most creatures can't attack on the turn that you summon them because they have summoning sickness. (Evolution creatures and Speed Attackers do not get summoning sickness.) They will be able to attack on your next turn. Creatures with summoning sickness can still block, providing they have that ability.

View Cards / Graveyard



You can press the **L Button** at any time to view details about your mana zone and graveyard, your opponent's mana zone or graveyard, or the battle zone. Use the **+Control Pad** to choose P1 (you), Battle Zone or P2 (your opponent) and then press the **A Button**. Highlight a card

and press SELECT for details. Press the L Button again when you are done.

Attack

You can attack with as many of your creatures as you want each turn, providing they don't have attack limitations (for example, if the card says, "This creature can't attack players" and your opponent has no tapped creatures in the battle zone). You can't attack with creatures that have summoning sickness.

Select a creature using the **+Control Pad** and press the **A Button** to make it attack. Then, use the **+Control Pad** to select one of your opponent's tapped creatures or your opponent. Press the **A Button** to make your creature attack. Press the **B Button** to cancel the attack.

Attacking your opponent

When one of your creatures attacks your opponent and it isn't blocked, you choose a shield to break. That shield goes into your opponent's hand. If the shield he puts in his hand has the Shield Trigger ability, your opponent has the option of immediately casting the spell on that card.

When your opponent has no shields left, and if your creature is not blocked, you win the game.

Creatures with the "double breaker" ability can break two shields in a single attack. Important! If your opponent has fewer shields than your attacking creature can break, your creature doesn't knock out your opponent, it just breaks any remaining shields.

Attacking a tapped creature

When one of your creatures attacks one of your opponent's tapped creatures in the battle zone and it isn't blocked, then the creatures battle.

Each creature has a power number displayed beneath it in the battle zone. (You can also find a creature's power in the lower-left corner of the detailed card view.)

The creature with the higher power wins the battle. The losing creature goes into his owner's graveyard (unless the card says otherwise). If the creatures have the same power, then both creatures go to their owners' graveyards. Some creatures have the "power attacker" ability. This means that the creature's power increases when it attacks. Make sure to read what each card says!

The power of the attacking creature is shown in the upper-left corner of the screen. That creature's target is outlined with a crosshair. If the defending player has any blockers in the battle zone, the game will pause to allow that player to choose a blocker.

Blocking

Only creatures with the "blocker" ability can get in the way of an attacking creature. When a creature blocks, it is tapped, and cannot block again until it becomes untapped. Summoning sickness doesn't stop a creature from being able to block.

When a creature blocks, that blocker and the attacking creature battle. The attacking creature stops attacking what it had been attacking (a player or another creature), and battles the blocker instead.

Ending Your Turn

After you're done attacking, your turn ends. You don't have to attack with any creatures if you don't want to. To stop attacking and skip to the end of your turn, press the **R Button**.

CREATURE ABILITIES

Blocker

A creature labeled "blocker" can stop the attacks of your opponent's creatures, as long as the blocker is untapped.



Double Breaker

A creature labeled "double breaker" breaks two shields (one at a time) when it attacks an opponent and isn't blocked. If only one shield remains, it breaks only that shield. **Triple breakers** break three shields. **Crew breakers** break a number of shields equal to the number of creatures of the same race on their

side in the battle zone.



Evolution Creature

A creature labeled "evolution" can transform a creature already in the battle zone, if the two creatures are the same type. Once you summon an evolution creature, it is put on top of the creature that it "evolves" from. Evolution creatures don't get summoning sickness — they can attack on the same turn that you summon them.

If an evolution creature is moved from the battle zone to anywhere else, then all cards in the pile move, not just the evolution creature on top. If a spell makes you put your evolution creature into your mana zone, for example, you get that many separate cards in your mana zone.

Power Attacker

A creature labeled "power attacker" gets more powerful during its attacks. For example, a creature with power 3000+ and "power attacker +2000" has 5000 power during attacks.



Shield Trigger

As soon as you put a creature with the shield trigger ability from the shield zone into your hand, you may summon it without paying its cost. You can also choose to keep the creature in your hand, and use it normally during a later turn.

Slayer

When a slayer creature battles another creature, the other creature is put into its owner's graveyard whether it wins the battle or not. Some creatures are slayers only when they battle a creature from a particular civilization. A creature with the darkness slayer ability, for example, has the slayer ability only against darkness creatures.



Speed Attacker

These healthy attackers don't suffer through summoning sickness the same way other creatures do. Speed attackers can attack on the same turn they enter the battle zone.

Stealth

A creature with stealth can't be blocked while your opponent has a particular type of card in his

mana zone. For example, if your opponent has a darkness card in his mana zone, then your creature with darkness stealth cannot be blocked.



Survivor

These creatures come from all civilizations and don't look like much when they come at you alone. But watch out, because Survivors share powers, and grow tougher and tougher as each additional Survivor enters the battle zone.

Tap Ability

Some creatures have abilities that they can use as an alternative to attacking. When using these tap abilities, you tap the creature as you would when you normally attack, but instead of going after your opponent or a tapped creature, its tap ability takes effect.

SPECIAL SPELL ABILITIES

Shield Trigger

As soon as you put a spell labeled "shield trigger" from the shield zone into your hand, you may cast it without paying its cost. You can also choose to keep the spell in your hand, and use it normally during a later turn.

Charger

After you cast a charger spell, put the card into your mana zone instead of your graveyard.

TWO PLAYER



Multiplayer games require two Game Boy® Advance systems, one DUEL MASTERS™: Shadow of the Code™ Game Pak per player and a Game Boy® Advance Game Link® Cable (sold separately). Before linking the Game Link Cable, all Game Boy Advance systems must be switched OFF. Link the Game Link Cable to each of the systems. Insert a DUEL MASTERS™: Shadow of the Code™ Game Pak into each system. Switch the systems ON.

Both players start the game and select the Two Player from the Main Menu. You will be able to trade or duel.

Trade

Both players are taken to their Trunk list, where they can select up to four cards to exchange with the other player. Select a card you want to trade and press the +Control Pad ▶ to add it to the trade. When you have selected up to four cards, press the A Button to confirm the trade. Press the B Button to cancel the trade.

After both players have pressed the A Button to confirm the trade, you are taken to the Trade screen, where you can view the card(s) you're receiving. Highlight a card and press SELECT to view details. Press the A Button to agree to the deal. Press the B Button to cancel.

Duel

Duel lets you play against a friend using your current deck.

DUEL ROOM



Once you complete the game in story mode, you will unlock the Duel Room, where you have access to every card in the game! Here you can design endless custom decks and duel against a wide range of opponents and pre-made decks.

Select Duel Room and then set the duel options. Alternate between players by pressing the L Button or the R Button. To choose an opponent, press the R Button and then press the +Control Pad

to alternate between characters. Select "Deck" and then press the +Control Pad

to alternate between decks. You can manage a selected deck by pressing the A Button.

You can make the game play both sides of the duel by selecting AI for both duelists. If you want to be one of the duelists, be sure and choose "You" as the player on the left. Once your options are set, press **START** to duel. When the duel ends, you will return to the Duel Room. Set up another duel or press the **B Button** to return to the Main Menu.

Note: The decks you create in the Duel Room are not saved after you leave the room.

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